PlayStation
NTSC U/C
PlayStation
TEEN
T
CONTENT RATED BY
ESRB
SLUS-01382
X-MEN
MUTANT ACADEMY 2
MARVEL
ACTIVISION

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNOFFICIAL PRODUCT:

The use of unofficial product or peripherals may damage your PlayStation game console and invalidate your console warranty.

HANDLING YOUR PLAYSTATION® DISC:

- This compact disc is intended for use only with the PlayStation® game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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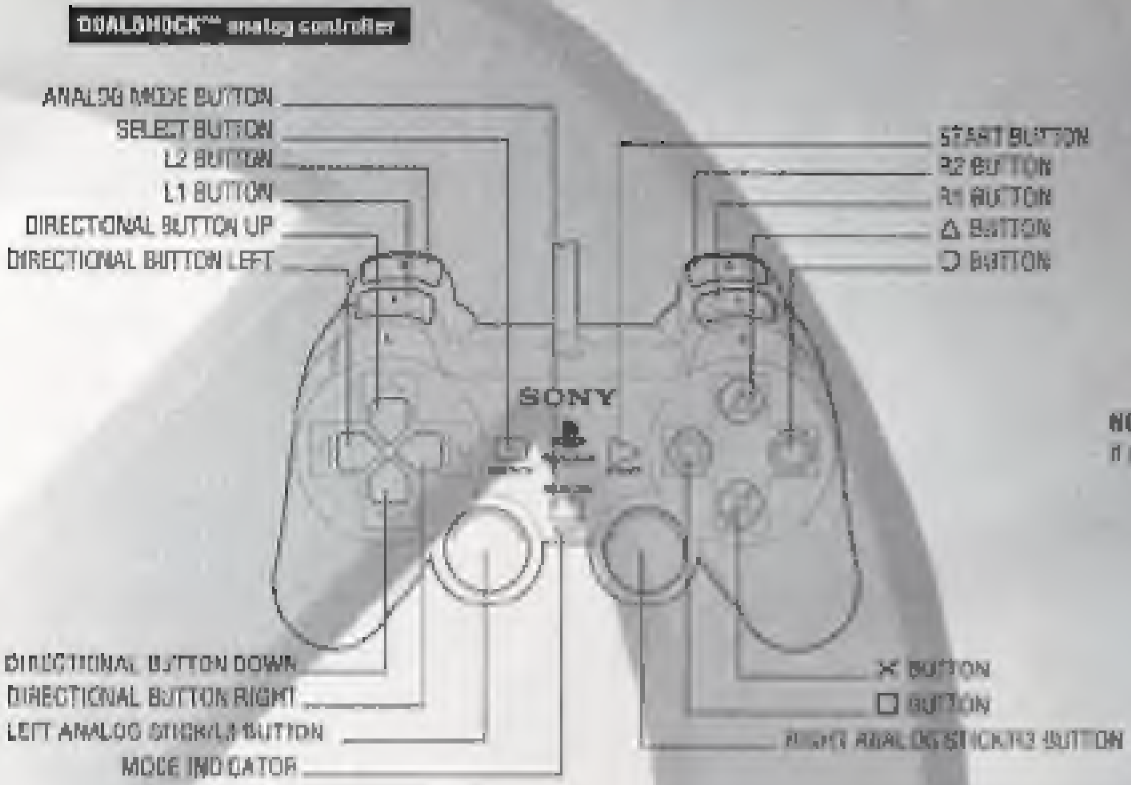
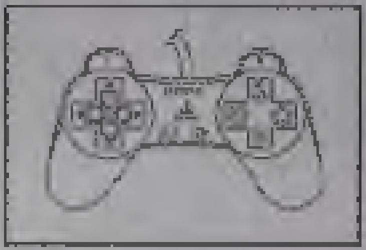
Set up your PlayStation® game console according to the instructions in its instruction manual. Make sure the power is off before inserting or removing a compact disc. Insert the X-Men® Mutant Academy™ 2 disc and close the disc cover. Insert game Controllers and turn on the PlayStation game console. Follow on-screen instructions to start a game.

Note: It is advised that you do not insert or remove peripherals or MEMORY CARDS once the power is turned on.

GAME CONTROLS

X-Men® Mutant Academy™ 2 supports the DUALSHOCK™ analog controller. When the ANALOG mode switch is on, and the LED is lit up, the left analog stick works the same as the directional buttons.





NOTE: You may have a controller that looks like this. If so please follow the digital instructions outlined above.

MENUS

To select a menu option, use the directional buttons ↑/↓ and press the ✕ button to accept.

GAME RESET

To abort a game in progress, press the START button to pause the game. Choose Exit Match. From here you'll be returned to the Character Select Screen.

SOFT RESET

You can reset at any time during gameplay to the Start Screen by holding down the START and SELECT buttons for approximately two seconds.

THE BATTLE CONTINUES

THE BIRTH OF THE X-MEN®

Mutations have occurred since life began. It was inevitable that eventually mutations would result in beings with extraordinary abilities. These are the mutants: men and women whose actual genetic structure endows them with super-human powers. A mutant named Charles Xavier has formed a team of these mutants called the X-Men.

Professor Charles Xavier has made it his life's work to train the X-Men to use their powers for good. But still, some of those born with an ordinary genome hate and fear the X-Men. These unusual warriors learn to protect those that reject them.

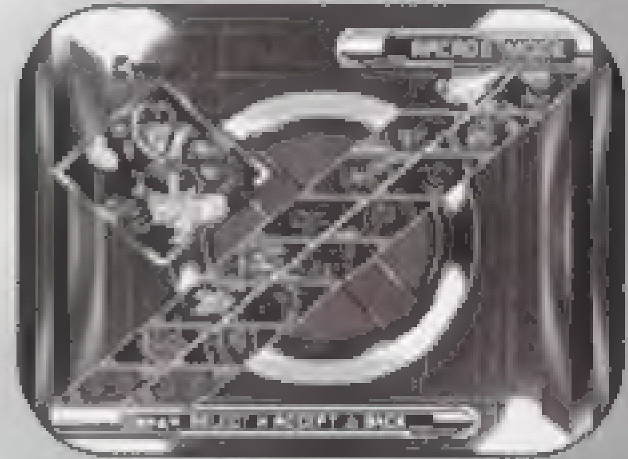
In the X-Men® Mutant Academy™, each and every mutant must prove his or her worth in battle against the others. They must learn to harness their rage and utilize their individual special powers.

MAIN MENU

Choose from the following options to begin playing X-Men® Mutant Academy™ 2. Using ↑/↓ on the directional buttons, choose the type of game you want to play. Press the X button to start that game. Two Controllers must be plugged into the PlayStation before you begin to play a two-player game.

ARCADE MODE

Select Arcade mode to play a one-player game. First select the character you want to play by using the directional buttons and pressing the X button. Press the O button to select that character's alternate costume. Arcade mode will then bring you to a series of matches with characters in the game. Advance through Arcade mode by winning all of your matches. As you emerge victorious over other characters in the game, you will unlock secrets. Check the game's Cerebro mode to display the secrets you have unlocked.



VERSUS MODE

Versus mode is for two players. You can play one-on-one matches against your opponent. First, each player must choose a character to

play by using the directional buttons and the X button to select. Next, set your health to a value between 50%–150%.

After both players select a character and a health setting, the player who selected their character first must choose an arena from the available game levels.

ACADEMY MODE

Academy mode is designed to teach you how to use each character's moves and abilities. It's a one-player game set in the controlled environment of the Danger Room. Begin by selecting the character you want to start your training with by using the directional buttons and the X button to select. Once you have chosen your character, you will be able to choose the course and lesson that you want to learn.

Professor X will direct your training, as he does with all Academy mutants. Do not disappoint him with willful displays of undisciplined power. The object of the Academy is to refine the natural instincts of a mutant into a controlled fighting machine.

SURVIVAL MODE

Survival mode is another one-player game where you can test your fighting abilities against a never-ending series of enemies. Achieve as many wins as possible with only one life. For each match won, you will be rewarded with extra health. Choose the character you play carefully, because that character's attributes are all that stand between you and destruction.

CEREBRO MODE

Cerebro mode provides access to all of the secrets you have unlocked by achieving various goals in the game.

MEMORY CARD

Choose MEMORY CARD to save or load a saved game from your MEMORY CARD. You must have the MEMORY CARD inserted before you start the game.

Note: MEMORY CARDS in MEMORY CARD slot 2 are not supported.

CREDITS

This screen displays a list of people who contributed to the development of X-Men® Mutant Academy™ 2, along with special thanks.

ON-SCREEN DISPLAY

HEALTH METER

The Health Meter displays the amount of health each character has left for that match. Green indicates remaining health. The empty section of the meter indicates damage that is unrecoverable. The red portion of the meter indicates recoverable damage.

Avoiding damage for a period of time will gain back recoverable (red) health. If you land hits on an opponent who has recoverable damage, your opponent's recoverable damage will convert to permanent damage.

SUPER METERS

The Super Meter displays the number of remaining super uses each character has. There are three bars, each corresponding to a category of Super Move: Super, SMI Supers, and X-Treme Supers.

Super—The least powerful of the Supers but builds up the fastest of the three.

SMI—Once the move has been triggered, the SMI Super requires you to follow a directional button input that will increase the damage of the move the more you complete the pattern.

X-Treme Super—The most powerful of the Supers. If used correctly, it can help you to defeat your opponent with ease.

A meter bar must be full to use that category of super move and triggering a super move will deplete that category's Super bar. The meters will regenerate power with successful attacks against your opponent.

Note: Meters get used up whether the super or X-Treme move is successful or not. For example, Cyclops hitting or missing his concussion beam still uses up his X-Treme meter.

ADVANCED TECHNIQUE: MANAGING YOUR SUPER METERS

It is possible to transfer power from one Super Meter to another. This is useful for quickly activating one of your Supers if no meter is full and there is enough combined power in your meters to fill a specific super meter completely. Transferring power between meters is a three-step process. First, press the ← or → directional button and hold it down. Second, press the button that corresponds to the specific meter (for player 1: the □ button for Regular Super, the △ button for SMI Super, the ○ button for X-treme Super) where power will be transferred from and hold it down. Third, press the button that corresponds to the specific meter

(for player 1: the □ button for Regular Super, the △ button for SM Super, the ○ button for X Treme Super) where power will be transferred to and hold it down.

Note: For player 2, the □ button corresponds to the X Treme Super and the ○ button corresponds to the Regular Super

AERIAL COMBAT

Aerial combat is an additional level of gameplay introduced to X Men® Mutant Academy™ 2. This feature enables a player to execute a string combo and a special/super against their opponent in the air. Each character has one or more "launch" moves, and an aerial special or an aerial super. Before an aerial super can be performed, its corresponding Super Meter must be completely full. Also, all characters can link various punches and kicks together in the air forming a "string" combo. A powerful aerial attack consists of linking a string of punches and kicks to a character's aerial special or aerial super. Executing any aerial attack begins by launching an opponent into the air, pressing the ↑ directional button, and following through with a set of hits, punches, and an aerial special or aerial super.

In addition, various X-Men® characters can fly. Rogue, Phoenix, Storm and Magneto will levitate in the air for a short period when you double-tap the ↑ directional button.

MOVE COUNTERS

Move Counters are used to avoid an opponent's attack, and at the same time inflict damage against them. These counters are represented by three yellow bars below the health meter, and are grayed out when they are used. At the beginning of each match, all three counters are reset. Since a limited number are available during a match, they should be used strategically. When an opponent attacks, press the L1 button or the the △ and ○ buttons together to use a Move Counter

ROUND TIMER

The Round Timer shows the remaining time in a match. When the timer runs out, victory is given to the character with the most remaining health. If both characters have the same amount of health at the end of the round, a "draw" is called.

WIN COUNTER

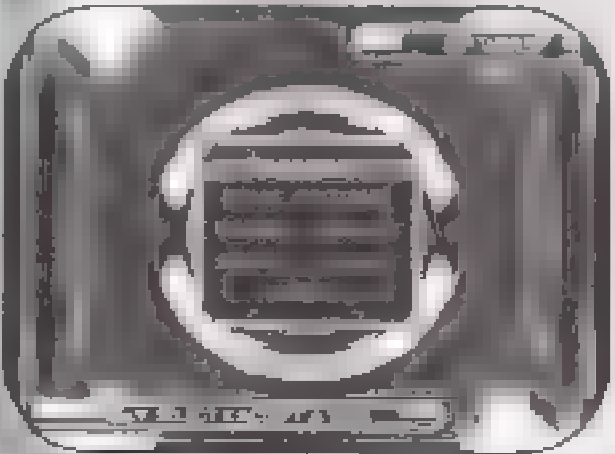
The Win Counter indicates the number of rounds each character has won. The number of Win Counters displayed corresponds with the number of rounds needed to win the match.

OPTIONS MENU

Select the option you want to change by using the directional buttons and then the X button to select.

CONTROLS

A Controller's configuration can be changed to one of four presets, or a customized set. Select Current Set and use the ← or → directional button to pick a preset or custom configuration. To edit the custom configuration, select Edit and press the X button. A box will appear displaying a set of actions with a question mark (?) next to each one. Simply press the button you wish to map the action to until all actions have been assigned to a button.



Select Vibration, and use the ← or → directional buttons to turn the DUAL-SHOCK™ analog controller's vibration on or off.

GAME OPTIONS

Select Game Options to change the number of rounds per match, the length of each round, the difficulty level of your computer controlled opponents, and to change the type of demo.

VOLUME ADJUST

Use the ↑ or ↓ directional buttons to select the volume settings for the effects or the music. Lower the volume by pressing the ← directional button, or increase the volume by pressing the → directional button.

SCREEN ADJUST

Use the directional buttons to adjust the picture on your television or monitor. This option should be used if the game's graphics or menu screens are cut off on the edges.

RECORDS

Select Records to check the high scores for each of the game's characters.

CYCLOPS

MOVES

BEAM BOLT

↓↘→ + ▲ OR ■

OPTIC UPPERCUT

↓↙← + ANY PUNCH

SUPER POWER FLASH KICK

↓↙← + ANY KICK

AIR BEAM BOLT *

↓↘→ + ▲ OR ■

AIR SWEEP BOLT *

↓↙← + ANY PUNCH

SUPERS

HYPER POWER FLASH KICK

↓↘→ + ✕ + ●

HYPER RUSH COMBO

←→ + ■ + ▲ [illegible]

CONCUSSION BLAST

↓↘→ + ■ + ▲

AIR CONCUSSION BLAST *

↓↘→ + ■ + ▲

* = (WHILE IN THE AIR)

WOLVERINE

S → X

MOVES

SLASHING FRENZY

↓ ↘ → + ANY PUNCH

SAVAGE LEAP

↓ ↙ ← + ANY KICK

TALON ASSAULT (FROM SAVAGE LEAP)

PUNCH (SAME STRENGTH OF SAVAGE LEAP)

SWIVEL KICK (FROM SAVAGE LEAP)

KICK (SAME STRENGTH OF SAVAGE LEAP)

FRENZIED SLASHES *

↓ ↘ → + ANY PUNCH

TALON RAID *

↓ ↘ → + ANY KICK

SUPERS

PRECISE CUT

↓ ↘ → + X + ●

SPECIAL DELIVERY

↓ ↙ ← + ■ + ▲ → ↑ ← ↓ ←

RAPID REGENERATION

→ ← + X + ●

* = (WHILE IN THE AIR)

GAMBIT™

S → ✕

MOVES

BLACK JACK

→ ↘ + ANY PUNCH

INSURANCE

↓ ↙ ← + ANY PUNCH

BURNING STAFF

← → + ANY KICK

AIR BLACK JACK ★

↓ ↘ → + ANY PUNCH

AIR BLACK JACK 2 ★

↓ ↙ ← + ANY PUNCH

SUPERS

CHARGED STAFF

↓ ↙ ← + ■ + ✕

CARD TRICK

↓ ↙ ← + ✕ + ● (↑ ← → ↑ ↓)

52 CARD PICKUP

→ → + ■ + ▲

★ = (WHILE IN THE AIR)

STORM

MOVES

BALL OF LIGHTNING
↓↙← + ANY PUNCH

ELECTRIC DRILL
← → + ANY PUNCH

LIGHTNING BOLT
← → + ANY KICK

STATIC ELECTRICITY
↓ + ANY PUNCH (WHILE FLYING)

AIR ELECTRIC DRILL
→ + ANY PUNCH (WHILE FLYING)

AIR LIGHTNING BOLT
→ + ANY KICK (WHILE FLYING)

SUPERS

STATIC FORCE

HYPER ELECTRIC DRILL

THUNDER GODDESS

AIR THUNDER GODDESS
(WHILE IN THE AIR)

BEAST

MOVES

HAND SPRING KICK
↓↙← ANY PUNCH

STUMBLED UP
↓↙← [illegible]

BLUE TORPEDO
↓ [illegible]

[illegible] = (WHILE IN THE AIR)

SUPERS

HAND PLANT HELL
↓↘← + X + ●

SEISMIC SMACK DOWN
↓↘← [illegible]

FLAT OUT
←→ + X + ●

[illegible] = (WHILE IN THE AIR)

PHOENIX™

S S S → → X X

MOVES

EARTH FLARE

↓ ↘ → + ANY KICK

FIRE BIRD *

↓ ↘ → + ANY PUNCH

SCORCHING ARROW *

↓ ↘ → + [illegible]

SUPERS

METAPHYSICAL CONFUSION

↓ ↙ ← + ■ + ▲

METAPHYSICAL CONFUSION

← + ■ + ▲ (WHILE FLYING)

SEARING ARROW *

↓ ↙ ← + X + ●

SCORCHING FLIGHT

↓ ↘ → + ■ + ▲ (← → ↓ ← ↑ [illegible]

SEARING FLIGHT

→ + ■ + ▲ (WHILE FLYING)

EMPATHY SHELL

→ ← + ■ + ▲

EMPATHY SHELL

↓ + ■ + ▲ (WHILE FLYING)

* = (WHILE IN THE AIR)

TOAD

MOVES

VENOMOUS SPEW

↓↘→ + ANY PUNCH

FLY TRAP

↓↘→ + ANY KICK

BACK FLOP

↓↙← + [illegible]

LILY PAD LEAP (FROM BACK FLOP)

ANY PUNCH

TADPOLE SLIDE (FROM BACK FLOP)

ANY KICK

ROLLING DROP KICK

↓ + ANY KICK

SUPERS

BULLFROG BOOT

← → + [illegible]

CRAZY LEGS

↓↙← + [illegible]

FLYING TOAD

← → + [illegible]

(WHILE IN THE AIR)

S → X

MYSTIQUE

MOVES

HEAD SHOT
↓ ↘ → + ■

POP SHOT
↓ ↘ → + ▲

LEG SWEEPER
↓ ↘ → + ■ + ▲

CHEAP SHOT
↓ ↙ ← + FEINT KICK

AIR BEAM SHOT ✱
↓ ↘ → + ANY PUNCH

SUPERS

GUT SHOT
↓ ↙ ← + ■ + X

REVOLVER RUSH
↓ ↙ ← + ■ + ▲ [illegible]

AIR REVOLVER RUSH ✱
↓ ↙ ← + ■ + [illegible]

CARRIED AWAY
↓ ↘ → + X + ●

✱ (WHILE IN THE AIR)

SABRETOOTH

MOVES

BODY SHREDDER

← → + ANY PUNCH

DUSTY SCRATCH

← → + ANY KICK

ALL TREATMENT

↓ ↙ ← + ●

MEAT GRINDER

↓ ↘ → + ANY PUNCH

SUPERS

MUTANT RELIEF

■ + ● + ← + ●

S

CLAW HAMMER

↓ + ■ + ▲

S

GROUND POUND

↓ ↙ ← + ■ + ▲ (→ ↑ ↓ ← →

→

RAMPANT STRENGTH

■ + ● + ← + ▲

X

(WHILE IN THE AIR)

MAGNETO

MOVES

MAGNETIC GUSH:
↓ ↘ → + ANY PUNCH

FORCE BOOST:
← → + ANY PUNCH

MAGNETIC LURE:
↓ ↘ → + ANY KICK

AIR FORCE BOOST:
→ + ANY PUNCH (WHILE FLYING)

AIR MAGNETIC LURE:
← + ANY PUNCH (WHILE FLYING)

SUPERS

HYPER MAGNETIC LIFT:
← → + X + ●

HYPER MAGNETIC LIFT:
→ + X + ● (WHILE FLYING)

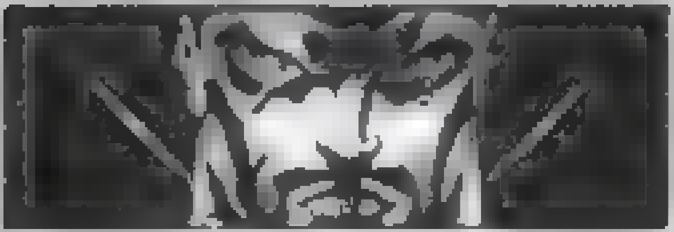
ELECTROMAGNETIC GUSH:
↓ ↙ ← + ■ + ▲ [illegible]

CONCUSSION LURE:
↓ ↙ ← + X + ●

AIR CONCUSSION LURE:
← + X + ● (WHILE FLYING)

FORGE™

SSX



MOVES

SHELL DISCHARGE
↓ ↘ → Hard Punch

MISSILE COMMAND
↓ ↙ ← Heavy Kick

PISTOL TRAP
↓ ↙ ← + ■

MINE DROP
← + Any Punch

SUPERS

SEMI AUTOMATIC
↓ ↙ ← + ■ + ▲

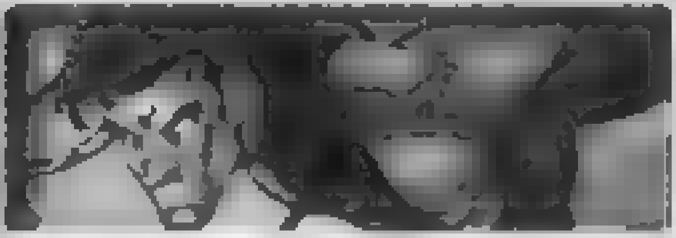
BLAZING BARREL
↓ ↙ ← + ■ + ▲

THE NEUTRALIZER
← → + X + ● (← → ↓ → ↓)

OUTER ORBIT
↓ ↘ → + [illegible] + [illegible]
→ (WHILE IN THE AIR)

NIGHTCRAWLER's™

→ + ✕



MOVES

BAMF

↓ ↙ ← + ANY KICK

TELE SLASH

↓ ↘ → + ANY PUNCH

REVERSE TRAJECTORY

← → + ANY KICK

AIR BAMF *

↓ ↙ ← + ANY KICK

SUPERS

POPULAR EXCURSION

↓ ↙ ← ■ + ✕

TELE-COMBO

↓ ↘ → + ✕ + ● (↑ ↓ ↑ ← ↓)

HIGH IN THE SKY

↓ ↙ ← ■ + ▲

* = (WHILE IN THE AIR)

HAVOK

MOVES

PULSATION BLAST

↓ ↘ → + ANY PUNCH

RUSHING CHAOS PUNCH

↓ ↙ ← + ANY PUNCH

SENSATIONAL KICK COMBO

↓ ↙ ← + ANY KICK

AIR PULSATION BLAST *

↓ ↘ → + ANY PUNCH

AIR PULSATION BLAST 2 *

↓ ↙ ← + ANY PUNCH

SUPERS

COSMIC BURST

↓ ↘ → + X + ●

AIR COSMIC BURST *

↓ ↘ → + X + ●

UNIVERSAL MELTDOWN

← → + ■ + ▲ (↓ → ↑ → ↑)

OMNI BLAST

← → + X + ●

* (WHILE IN THE AIR)

ROGUE

MOVES

JAW SPLITTER
↓ ↘ → + ANY PUNCH

SOUTHERN CHARM (STEAL)
↓ ↘ → + ●

ABSORBED ABILITY
↓ ↙ ← + ■ (AFTER SOUTHERN CHARM)

SKYSCRAPER DIVE
↓ + ANY PUNCH

AIR JAW SPLITTER
↘ + ANY PUNCH (WHILE FLYING)

SUPERS

TAKE YOUR BREATH AWAY
↓ ↘ → + ▲ + ●

KO BLOW
↓ ↘ → + ■ + ▲

BONE BREAKING BLOWS
← → + ■ + ▲ [illegible]

METEOR PUNCH
↓ ↙ ← + ■ + ▲
+ ■ (WHILE IN THE AIR)

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Thanks

We would like to say a special thanks to all our loved ones, family members and friends that had to put up with our schedule. Without your support we would not have been able to finish the [illegible] Guintu Family, The Haller Family, Candy [illegible] and Flora Kilner, Mom and Dad

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CUSTOMER SUPPORT

Note: Please do not contact Customer Support for hints/codes/cheats; only technical issues.

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E-Mail: support@activision.com

A response may take anywhere from 24-72 hours depending on the volume of messages we receive and the nature of your problem.

Note: Internet/e-mail support is handled in English only.

Phone: (310) 255-2050

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